How to / Maniaplanet / Map editor / Shootmania

Author : TStarGermany (Translations:)

Introduction

The track editor within Shootmania (and Maniaplanet in general) offers you every thinkable opportunity to shape your selfmade maps in the way you want them to and share it with others to play. Therefor, we won't discuss the "simple editor" (because it's harshly limited), but only the normal one - the extended one.

SM's map editor is similar, almost identical to the one in TM Nations & United, so if you're familiar with the old one, you can skip the general editor descriptions and check on the example track to learn how the new tiles are placed.

Create a new map / Load a track / (Re-) apply a mod/mood

CLICK IMAGE TO ZOOM

Starting the map editor

You'll find the editor in the main menu under "Editors/New Map/Advanced"
It will then ask you what daytime (mood) you want to have for your track.
If you have environment modifications (mods) installed, it will ask you, if you want to apply a custom mod or use the "default" one.
Don't worry, you can change that at any later point.

CLICK IMAGE TO ZOOM

Loading an existing map

Of course you can load an existing map (of yours) into the editor as well, under "Editors/Load Map". It will show you a file dialogue of existing maps.
Simply mark the desided track and press the "edit" button.

Re-apply a daytime/mood or mod

If you want to change the daytime mood or apply a (different) mod to an existing map, just press LEFT CTRL while marking the track and clicking "edit". A dialogue will popup and ask you what to apply, the track will then load with the new mood or mod applied.

www.mania-creative.com/howto/mp_mapeditor_shootmania/index-eng-1#img1-1

The map editor

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Starting the map editor

What you see first is the large landscape, which inherits a field of 48*48*38 (width,length,height) blocks, in which you can place your map parts.
At the bottom you'll find your tools. Let's start with placing map parts.

What a map needs

That depends on the game mode the map will be played in. As you are aware, there are different game modes like Royal, Melee, Battle, Elite etc.pp. All of them have specific requirements in terms of the number and type of spawns and poles. We will take a look at that later on when we determine the **map type** and **block properties** of spawns and poles.

Moving around and placing parts

Mouse: Move cursor on the visible area
Mouse wheel: Move cursor in height

Alt + Left mouse button: Move around in the area
Alt + Right mouse button: Change your view on the area
Alt + Mouse wheel: Zoom in/out

Left mouse button: Place a part / Move
Hold/drag Left mouse button: Draw a part (e.g. road) along multiple spots
Hold/drag Left mouse button + Wheel: Draw a part in width,length AND height.
Right mouse button: Rotate the selected part before placing it.
X + left mouse button: Delete the selected part (In both F1 and F2 mode)

F1 - Terraforming mode

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The terraforming mode lets you draw more or less complicated landscapes.

The basic method is to select a ground part in the menu and then draw it on the area surface where it shall be placed.

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By combining different parts, drawing them onto, next to and around each other, or deleting single spots of it can create some really differentiated layouts.

You will need quite some time to figure out what complicated structures you can build with this seemingly simple tool. It's worth the time. Good maps always feature appealing landscapes.

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